

Project 5

Team 10

Tomas Kvapil, (tkvapi2@uic.edu)

Raja Patel, (hpate85@uic.edu)

Javier Rojas, (irojas39@uic.edu)

Damian Ortizflores, (dortiz36@uic.edu)

For this project we came up with an idea about a card game that has superheroes battle against each other. The game can be played by as many players and has no limit. As long as there are enough superheroes, people continue to play. We decided to use JavaFx for this project since we were already familiar with it and could do the most with it.

Game Being Implemented:

The first thing we decided to approach was the how the game would be and how it would be played amongst many players. As said before we decided on a card game of superheroes. It is basically a war among superheroes. With challengers approaching battles and winning points on whichever challenger wins the battle. We decided the best way to play this game is to have each player get 5 random cards with different characters and randomized stats. Each card will have attack, defense, and special points. The players will play a card against other players card and whoever has the better stats will be determined the winner. A round is initialized by the random button. The game randomizes an attacker and a defender. The defender plays their card first and then the attacker plays theirs. How the round is decided is simple. Each card will use their attack points to attack the other players defense points, if the attack is higher than the defense than that player wins the round. If it is lower, than the other player has a chance to attack. If their attack points are higher than the other players defense points than that player wins. In a special case where no one wins it goes to the tie breaker. Once here whoever has the higher special wins the round. The player who reaches 3 points first is declared the match winner. This game is basically a war that chooses which players are put into battle to fight their superheroes.

Languages and Framework:

We are using JavaFx for this project, since we have worked with it before so we implemented similar framework from previous projects. By this we mean having the IP and port number already implemented. We decided not to have the players input this information because there was no need and would ruin the experience for the players. We also used the same communication design but with a few updates to make it work smoother. Since we are using JavaFx, we use the same tools to have both clients and server communicate with each other and having the clients be to play against each other.

Client Server Relationship:

Client and Server relationship will be similar to as how it was for Project 4. There will only be one server and any number of clients. In this game the clients will be the players. The players will be given a hand of 5 cards and the ability to play a card per round. The server will act similar to a dealer. The server will also deal with the game logic and determine the winners. All information is held on the server side. The server keeps track of hands, points, and game logic. While the clients only sends information to the server. The server deals with the information and sends information back to respected clients.

Look and Feel:

How the game will look is also simple and easy to understand. Each player will be presented with a screen that will have your cards already ready for you to use. Once here you will press the

button that will randomize your opponent, and this will start your match. The match is pretty straight forward and depending on who wins their name will be shown as the winner. The game is very exciting and strategic. The game is a thrilling race to 3 battle points to win the super hero war.